MATH FUN

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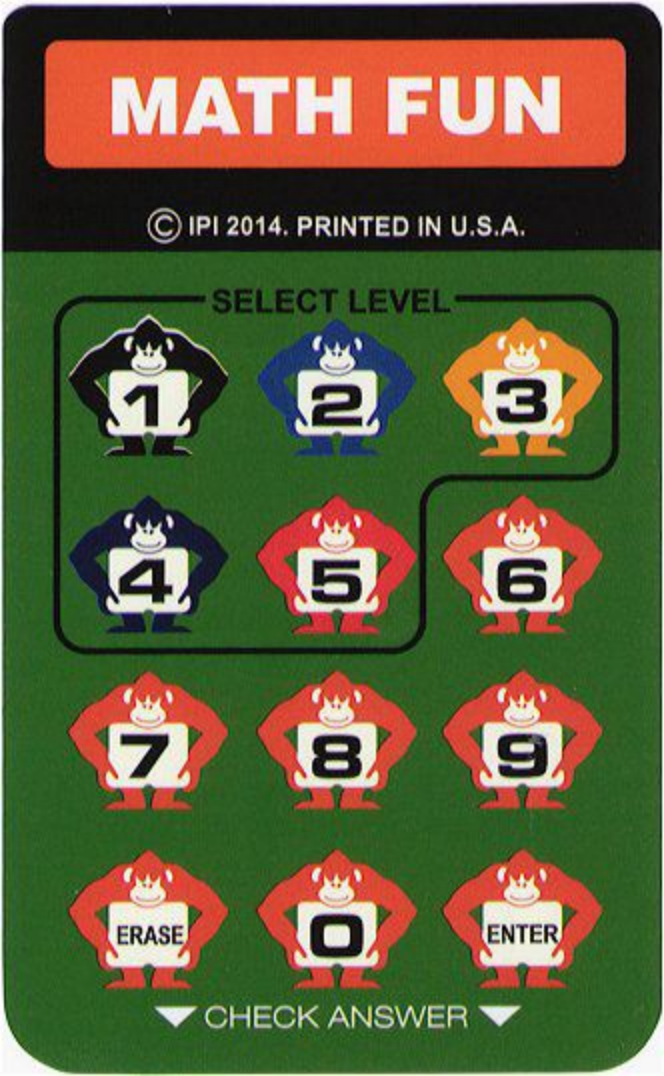

INTELLIVISION™ Intelligent Television

LEARNING FUN I

MATH MASTER
FACTOR FUN

FOR 1 OR 2 PLAYERS

No. 9002

TO BEGIN

Turn **POWER** switch **OFF** and insert LEARNING FUN cartridge. Turn **POWER ON** and press **RESET**. Press any **KEY** or the **DISC**.

Select MATH MASTER or FACTOR FUN by pressing either **1** or **2.**

MATH MASTER

STARTING THE GAME

Player 1 chooses how many problems he or she will answer during the game. Use the numbered buttons on the LEFT hand controller to type a number from 1 to 99, then press **ENTER**.

Player 1 then chooses the DIFFICULTY LEVEL of the problems by typing in a number from 1 to 18 (1 is easiest), then pressing **ENTER**.

Player 2 then chooses his or her number of problems and difficulty level using the RIGHT hand controller.

By allowing each player to choose his or her own number of problems and difficulty level, two players of different skills or ages can play at the same time.

TO PLAY BY YOURSELF, press **0** and then press **ENTER** on the RIGHT hand controller when the game asks for Player 2's number of problems.

GAME PLAY

You are a gorilla strolling along the banks of a river. Your path is suddenly blocked by an animal! Under the animal is a math problem. You must solve the problem correctly in order to continue your walk.

Using the hand controller buttons, type in the answer IN REVERSE ORDER, the same way you would if solving the problem with paper and pencil. For example, if the problem were 8 # 4, you would press **2** then **1** then **ENTER** to correctly answer 12. You will find that typing the numbers in reverse order will make it easier for you to solve difficult problems.

If you make a mistake while typing in an answer, you can correct it by pressing **CLEAR**. Your answer so far will be erased and you

can start over. You cannot press **CLEAR** after you have pressed **ENTER**.

Get the answer right and you can go around the animal. Get it wrong and you will hear a buzz. Your path remains blocked. The correct answer will appear in BLUE. To see your (incorrect) answer, press and hold the **DISC**; your answer will be shown in WHITE. Press **ENTER** to jump into the river. You will continue on your way in the water.

Whether on land or in the river, you will again be blocked by an animal with a new problem to solve.

Player 1 answers problems on the LEFT side of the screen (for the BLACK gorilla) using the LEFT hand controller. Player 2 answers problems on the RIGHT side of the screen (for the YELLOW gorilla) using the RIGHT hand controller. Players can enter answers at the same time.

If you entered **0** for Player 2's number of problems, the yellow gorilla will stay in one place throughout the game, cheering when you get answers correct.

SCORING

Your score appears above your gorilla. There are 2 numbers. The first number shows how many problems you have answered correctly. The second number shows how many problems you have answered so far. For example, if you have answered 5 problems and gotten 4 of them right, your score would be 4 / 5.

END OF GAME

The game continues until both players have answered all their problems (you each chose your number of problems before the game started).

After your last problem, your time appears under your score. This is the number of minutes and seconds it took from the time you answered your first problem until you answered your last problem.

Try to improve your score and take less time!

To play again, press any **SIDE ACTION KEY**. The LEARNING FUN I title screen will appear.

FACTOR FUN

STARTING THE GAME

Choose a difficulty level from 1 to 7 using the LEFT hand controller and press **ENTER**. Both players play at the same difficulty level.

Choose number of players (1 or 2) using the LEFT hand controller and press **ENTER**.

Choose the number of rounds (1 to 99) using the LEFT hand controller and press **ENTER**.

The game begins.

GAME PLAY

You are a gorilla sitting at an adding machine. A number appears above you. This is the TARGET NUMBER. Below you appear several WHITE numbers (how many depends on the difficulty level). Your task is to add, subtract, multiply, and divide the white numbers to reach the Target Number.

Select a number by typing it on your hand controller, then pressing **ENTER**. Choose a math operation (+, -, x, or ÷) by pressing a number from **1** to 4 (these are shown at the bottom of the screen). Then select a second number and press **ENTER**. The result of the operation on the two numbers you selected is shown. This result can then be used along with an operation and a new number to get a new result.

For example, if the Target Number is 47 and the numbers below you are 1, 2, 5, and 18, you could select 18 + 5 to get 23, x 2 to get 46, and + 1 to get 47. You would do this by pressing: **1, 8, ENTER, 1** (this is the +), **5, ENTER, 3** (x), **2, ENTER, 1** (+), **ENTER**.

You MUST use each number EXACTLY ONE TIME.

Selecting a number that would, with the operation previously chosen, result in a fraction, a number less than 1, or a number greater than 999, IS NOT ALLOWED and will merely cause a nasty BUZZ.

If you make a mistake, press **CLEAR**. **CLEAR** erases the previous step. You can press **CLEAR** repeatedly to back up as far as you need.

Sometimes it is not possible to hit the target number exactly! In that case, get as close as you can AS LONG AS you are within 3 of the target.

When you have used all the numbers and have reached the target number or are as close as you can get, press **ENTER** to indicate you have arrived at your answer. You must be within 3 numbers of the target before pressing **ENTER**.

FOR A ONE PLAYER GAME

A clock appears at the top of the screen, indicating the amount of time you have for this round (the amount of time depends on the difficulty level).

When the target number appears, the clock starts counting down, one second at a time. It counts down until you have used all the numbers and pressed **ENTER**, or until it reaches 0. If you arrive at an answer and press **ENTER** before the clock reaches 0, you WIN THE ROUND.

Note: When you select a number, it turns BLACK, showing that you cannot choose it again.

FOR A TWO PLAYER GAME

A clock appears at the top of the screen, indicating the amount of time you have for this round (the amount of time depends on the difficulty level).

When the target number appears, clocks appear above each gorilla, counting up, one second at a time. They count up until a player has used all the numbers and pressed **ENTER**, or until it reaches the number on the center clock.

If the first player to arrive at an answer and to press **ENTER** has hit the target number exactly, he or she WINS THE ROUND.

If the first player to arrive at an answer and to press **ENTER** has NOT hit the target number exactly, the clock stops for the first player BUT the second player can continue playing until his or her clock runs out. If the second player comes closer to the target number, the SECOND player wins the round. Otherwise, the FIRST player wins.

Note: When Player 1 selects a WHITE number, it turns YELLOW, showing that Player 1 cannot now choose it, but Player 2 can. When Player 2 selects a WHITE number, it turns BLACK, showing that Player 2 cannot now choose it, but Player 1 can. When Player 1 selects a BLACK number, or Player 2 selects a YELLOW number, it turns TAN, meaning NEITHER player may now choose it.

SCORING

Your score appears above your gorilla. You receive 50 points for WINNING THE ROUND. You also receive 1 point for every 4 seconds you had left (TIME BONUS) and points based on how close you came to the target number (DISTANCE BONUS): 100 points if you hit the target exactly, 50 points if off by 1, 25 points if off by 2, and 15 points if off by 3.

END OF GAME

The game continues for the number of rounds you selected.

In a 2 player game, the winner is the one with the higher score.

To play again, press any SIDE ACTION KEY. The LEARNING FUN I title screen will appear.

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